

FIG. 1

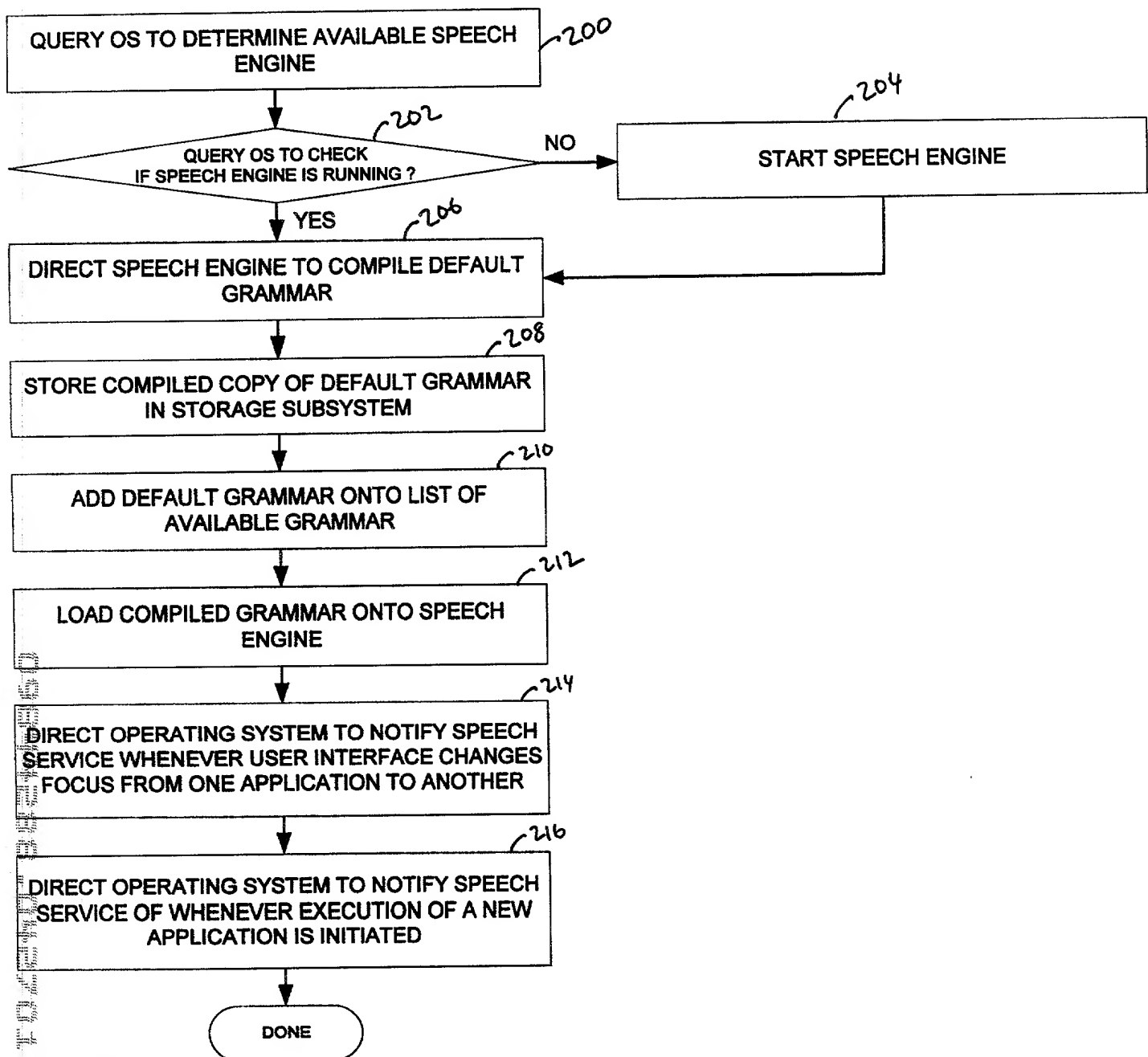


FIG. 2

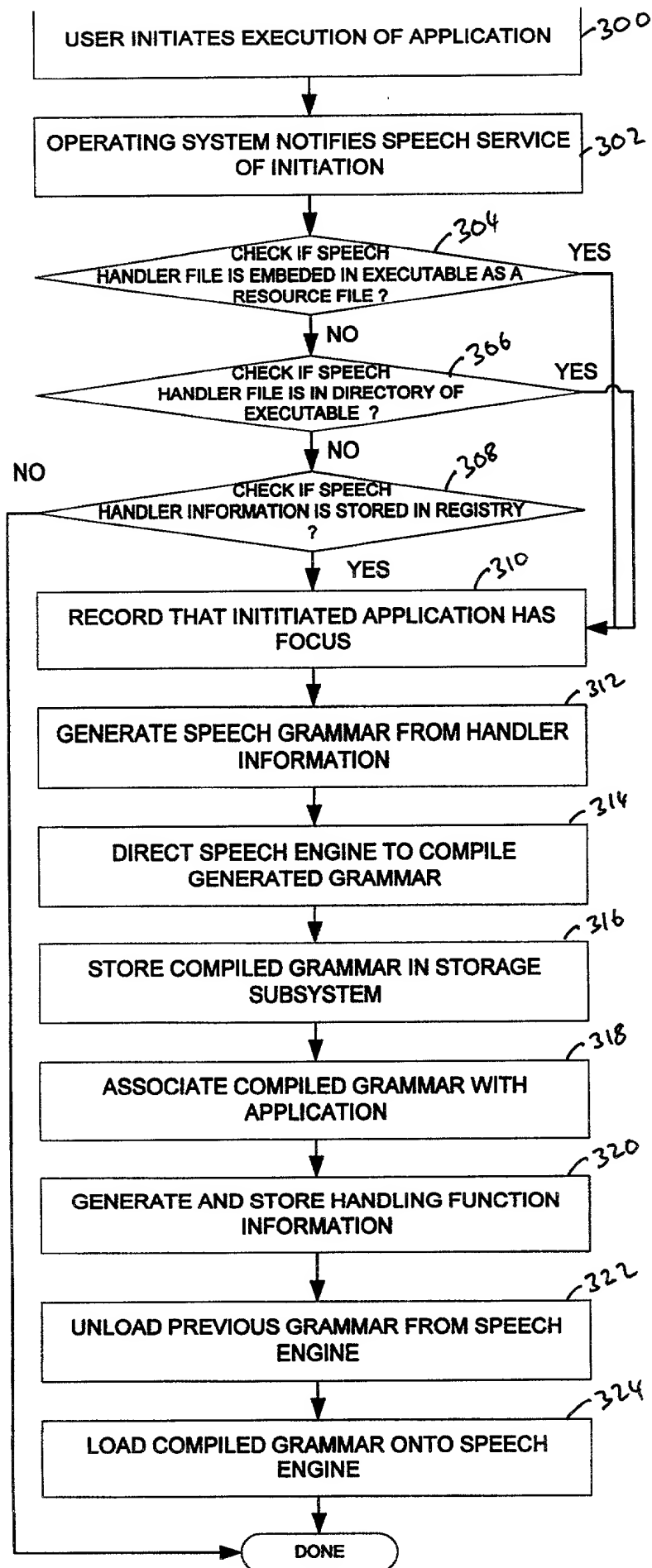


FIG. 3

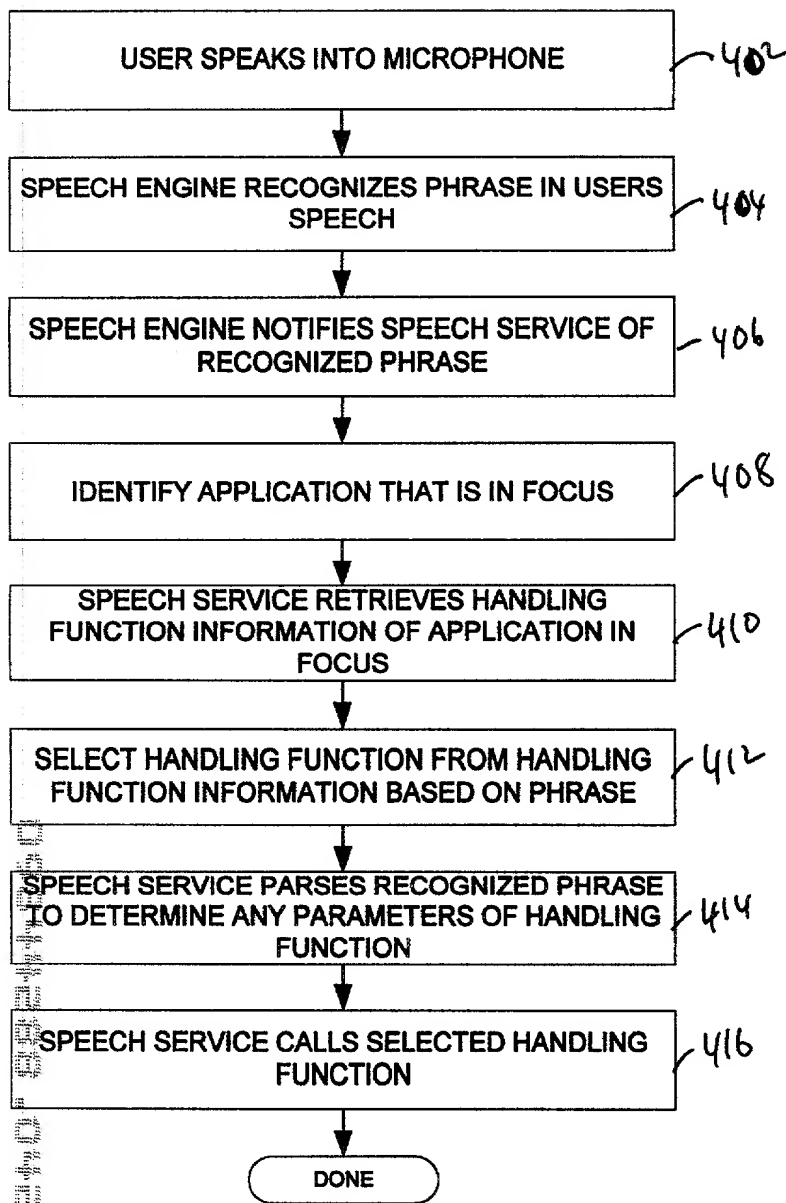


FIG. 4

Handling function	Phrase
int jump(void)	jump
int sendmail(char *recipient)	Sendmail to * "recipient"
int kick(char *person, char *bodypart)	Kick * "person" in * "bodypart"

Handwritten annotations: 93, 93a, 93b, 93c on the left; 94, 96, 92a, 92b, 92c, 92 on the right; 90 with an arrow pointing to the table.

FIG. 5

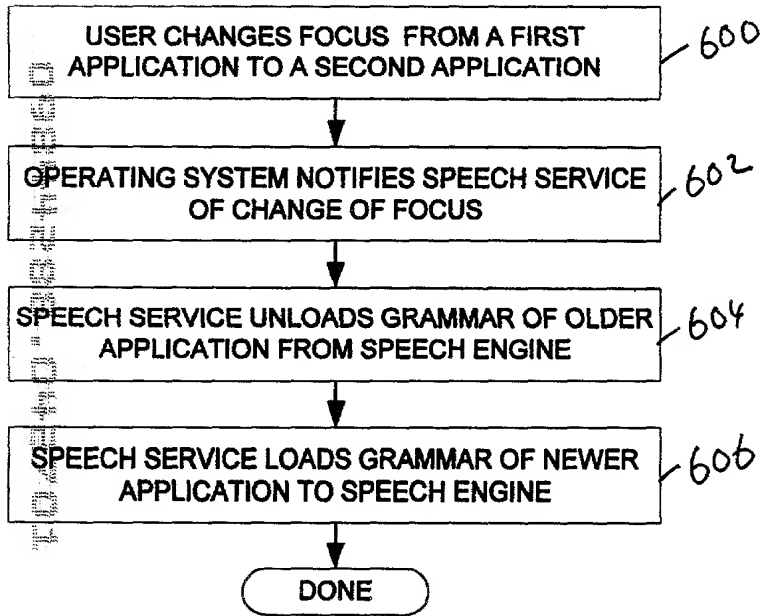


FIG. 6